MEET BATMAN'S ULTIMATE NEW GADGET FOR WAR ON EVIL...

PROTO BAT-BOT!

STANDING 15 FEET TALL AND READY FOR BATTLE, PROTO BAT-BOT HELPS BATMAN™ TAKE DOWN VILLAINS

CATCH BATMAN: THE BRAVE AND THE BOLD ON NEW EPISODES COMING IN 2011

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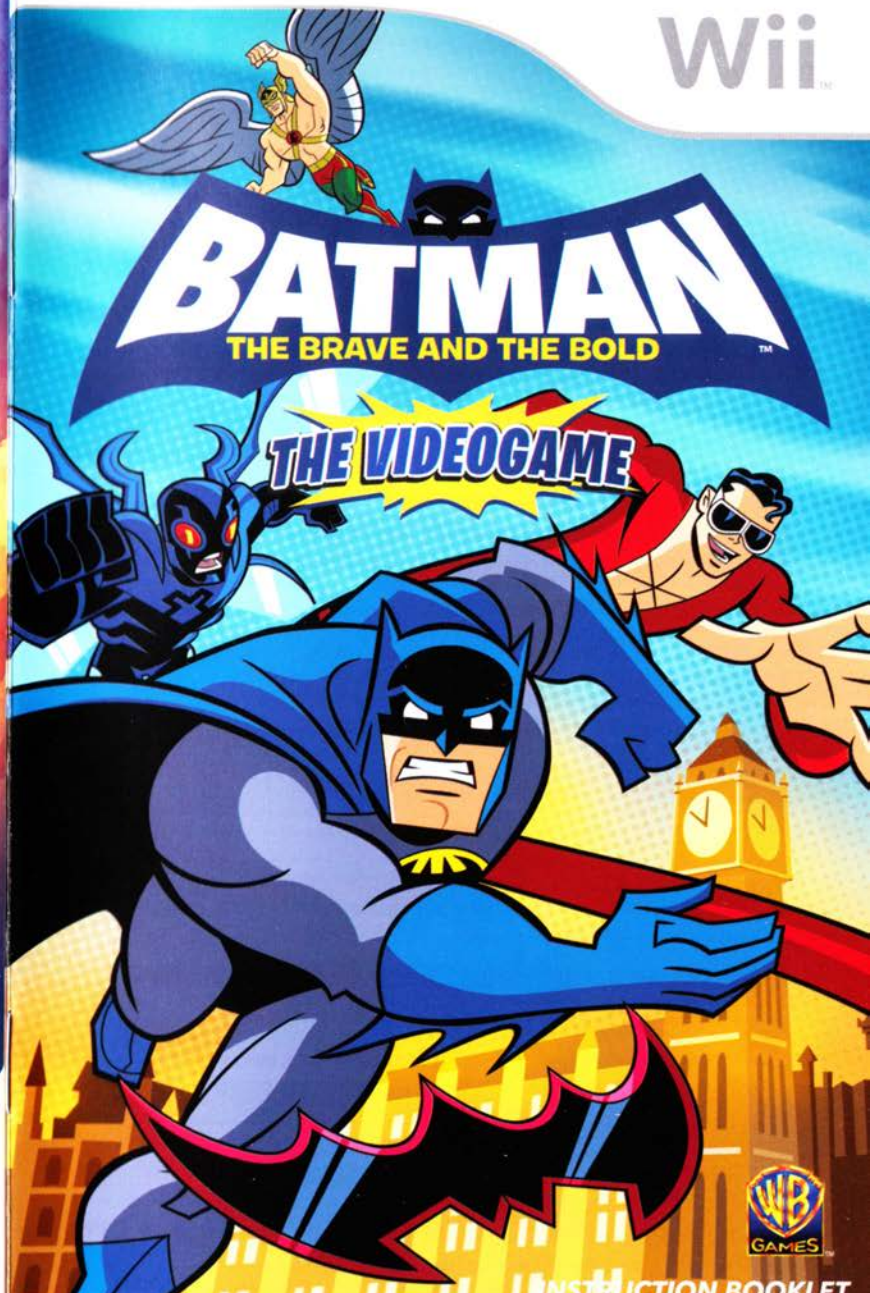
Wii™

BATMAN
THE BRAVE AND THE BOLD™

THE VIDEOGAME



WB GAMES™

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E

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Nintendo

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play. Also remember the following:

- ***Make sure all players put on the wrist strap properly when it is their turn.***
- ***Do not let go of the Wii Remote during game play.***
- ***Dry your hands if they become moist.***
- ***Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.***
- ***Stay at least three feet from the television.***
- ***Use the Wii Remote Jacket.***

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

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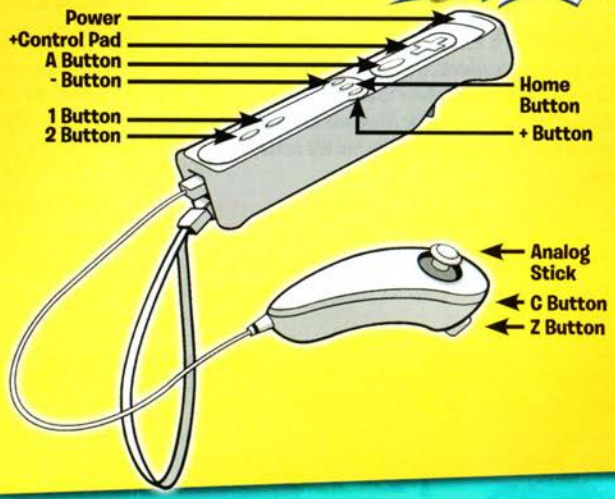
CONTROLS



Basic Combat:

Run	Analog Stick
Punch	A Button
Jump	B Button
Punch Combo	A Button multiple times
Duck	Analog Stick down
Uppercut	Analog Stick up + A Button
Roll	Analog Stick down + B Button
Back flip	Analog Stick up + C Button
Grab	A Button + B Button
Throw (from grab)	Analog Stick up, Left or Right + A Button
Cancel Grab	B Button
Attack (from grab)	A Button
Air Kick (from jump)	A Button
Air Combo (From Jump)	A Button multiple times
Grapple	- Button or Minus Button
Block	C Button
Heavy Attack	Shake Wii Remote while on ground
Heavy throw	Shake Wii Remote while grabbing
Ground Slam	Shake Wii Remote while in air
Call in Jump-In Hero	1 Button
Power Attack	Shake Wii Remote and Nunchuk together
Change Gadget	Press any direction on + Control Pad
Use Gadget	Z Button
Pause Game	+ Button

Bat-Mite Connectivity (Nintendo DS)

Stylus	Navigate Bat-Mite
L Button	Switch to Right-Hand Mode
R Button	Switch to Left-Hand Mode
Up on +Control Pad, or X Button	Drop bomb
+Control Pad Right, A Button	Drop anvil
+Control Pad Left, Y Button	Drop Health Power-up
+Control Pad Right or A Button	Drop Combo Power-up
START Button	Pause the game

SAVING & LOADING

You never have to worry about saving as you progress through your adventure! At every completed stage, unlocked achievement, gadget upgrade, new gadget acquisition, completed challenge, or successful hack of Batman's *Batcomputer*, your game is automatically saved. So there's no need to save the game manually!

And if you ever want to load a previous save file, from the title screen hit the A button and select your saved data from the list! You'll hop directly back into your adventure and pick up where you last left off.

HUD

[A] Health: Indicates your current health.

[B] Energy: Indicates your energy to use your gadgets!

[C] Gadget: Shows which gadget is equipped at the time.

[D] Hit Counter: Keeps track of hits; 5 in a row nets a coin!

[E] Jump-In Hero: Shows which Jump-In Hero will come to your aid and how long until you can call them again.

[F] Coin Counter: Keeps track of the coins that you have collected.

THE BATCAVE

The *Batcave* serves as Batman's home base, a place where you can train and upgrade his weapons or contemplate your next adventure.

- The Batmobile: The *Batmobile* provides quick transportation out of the Batcave and into adventure. You can also exit to the title menu of the game by pressing the B Button here.
- The Batcomputer: Batman's highly advanced computer is where you can replay the stages you've unlocked, find save files, or adjust the game options.

Keep in mind too: You can enter special codes at the BatComputer's Code Entry option to unlock new characters, costumes, and gadgets.

- Training Simulation: Here you can learn or brush up on your combat skills with Wildcat! Master everything from a simple punch to ultimate super moves in this tutorial.
- Gadgets Rack: Every superhero needs to keep his or her gear in tip-top shape. At the Gadgets Rack, you can purchase new gadgets and upgrade old ones to make them more powerful!

CO-OP HEROES

FIGHT CRIME WITH A FRIEND

A hero should never fight alone–which is why you can bring a friend along in each episode! After selecting an episode, your friend can join the game at any time by pressing the A Button on a second Wii Remote to control that episode's second hero.

But a super hero is always busy and on the run, so if one of the players needs to exit the game, all he or she has to do is open the pause menu with the + button and select Character Exit. The game will take over controlling that character, so the remaining player can continue fighting crime.

BATMAN: The *Caped Crusader*. The *Dark Knight*. The *World's Greatest Detective*. Whatever you call him, Batman has the fighting moves, the brains, and the gadgets to take down any foe! When Batman goes beyond *Gotham City* limits and teams up with heroes from across the universe, no villain stands a chance!

ROBIN: Robin's wisecracks and youthful exuberance mellow his more serious friend and mentor, Batman. But the Batman & *Robin* partnership isn't always a happy one–Robin frequently feels lost in his mentor's shadow, and longs for the respect he feels he deserves.

CO-OP HEROES

HAWKMAN: As a member of the original *Justice Society of America*, tough-as-nails Hawkman wields his *Nth Metal* mace and gravity-defying wings to fight crime high and low! *Hawkman* was Batman's childhood hero, and now that Batman is a legend himself, Hawkman feels the pressure to keep up with him!

BLUE BEETLE: One of Batman's biggest fans– and sometimes his biggest headache! As *Jaime Reyes, Blue Beetle* seems like an ordinary teenager, but villains are no match for his alien scarab-powered suit! In spite of Blue Beetle's amazing arsenal, Batman has much to teach him about the discipline a great hero needs.

GUY GARDNER: *Guy Gardner* is a member of the *Green Lantern Corps*, an elite intergalactic police force. Fueled by his own willpower, Guy's Power Ring can create anything he imagines. Guy's willpower is matched only by his hot-headedness; Batman regularly has to help Guy cool his temper and start acting like the hero he is.

JUMP-IN HEROES

Every hero needs help now and then! As you progress through the game you can unlock Jump-In Heroes that you can call when the masses of evil are overwhelming! When you call in for reinforcements, be ready to shake that Wii Remote! When you call in a Jump-In Hero, a meter will appear in the corner of the screen. As you shake your Wii Remote, the meter will fill, and the more the meter is filled, the more powerful the Jump-In Hero's attack will be!

Black Canary: *Black Canary* leaps into the scene and takes out enemies with her hypersonic scream.

Booster Gold & Skeets: More concerned with being a famous hero than actually doing anything heroic, *Booster Gold* poses for the camera while his helpful drone, *Skeets*, takes care of the enemies.

Aquaman: The King of the Seven Seas, *Aquaman* assaults enemies with a tidal wave of water and sea life.

Black Lightning: The reluctant young hero *Black Lightning* makes an electrifying appearance to shock any enemies present onscreen.

JUMP-IN HEROES

Red Tornado: The powerful android *Red Tornado* summons a wide, red tornado to whirl away any enemies below him.

Jay Garrick: The original *Fastest Man Alive, Jay Garrick* speeds onto the scene to zip from enemy to enemy with powerful punch attacks.

Hal Jordan: Considered by many to be the greatest *Green Lantern* alive, *Hal Jordan* will fly in to aid you using the power of his ring.

Green Arrow: *Green Arrow* will jump into the scene and show your enemies why he's the best archer in the world.

JUMP-IN HEROES

Captain Marvel: One of the most powerful super heroes in the universe, Captain Marvel flies onto the scene to rain down destruction on any enemies.

Plastic Man: The elastic hero *Plastic Man* springs into the scene to clobber enemies as a giant, elastic mallet.

ADDITIONAL CHARACTERS

Wildcat: A world-class heavyweight boxer and member of the *Justice Society of America, Wildcat* will help prepare Batman to fight evildoers in the Training Simulator in the Batcave.

Bat-Mite: A being from the Fifth Dimension, *Bat-Mite* is Batman's BIGGEST fan. He'll be floating around the game, ready to give any hints he can to the Caped Crusader and his friends.

GADGETS

BATMAN

Batarang A bat-shaped throwing weapon.

Stun Gun Creates a stun charge for opening doors or short-circuiting robots.

Explosives Plants plastic explosives on the ground, which are then remote-detonated.

Jet Boosters Adds a double-jump through the use of jet booster backpack.

Flashbang Tosses flash explosion on the ground, temporarily stunning all enemies.

Nth Metal Knuckles Breaks apart Ghost Gates and strikes dead enemies at any time.

Belt Sword Swung as a melee weapon with a longer range than a punch.

Lockpicks Handy tools for getting into those hard to open doors.

ROBIN

Batarang A bat-shaped throwing weapon.

Electro Shocker A timed electrical device that sticks to an enemy and shocks them after a few seconds.

Staff Extending metal staff that is swung at enemies.

BLUE BEETLE

Bomb Cannon Lobs large bomb projectiles into the air, which explode upon landing.

Ground Pistons Turns arms into massive pillars that create an earthquake.

Laser Shot Charges up and fires a wide laser blast that can be aimed around while firing.

Stun Gun Creates a stun charge for opening doors or short-circuiting robots.

GADGETS

HAWKMAN

Electrified Mace An electrified mace enhanced by the power of Nth Metal.

Spear A spear that can be tossed across the screen.

Wing Burst Wings that create a gust of wind that knocks enemies upward.

GUY GARDNER

Lantern Oath In brightest day and blackest night, Guy's ring can be recharged for an energy boost.

Heavy Drop Heavy objects that can be dropped onto enemies.

Prison Cage A cage that can trap enemies in place.

Mega-Fist A massive fist that can be used to punch, grab, and throw enemies.

FOLLOW BOTS

Have you tested your coding skills at the Batcomputer yet? If not, then go give it a try! If you were lucky enough to get a special code for the game, you'll be able to unlock cool items like the Follow Bots! These little guys will follow Batman and his friends around and help defeat enemies by firing lasers at them, stunning them with a bright flash, or shooting hot steam to knock them over. Follow Bots even take a hit or two for you!

BAT-MITE TUTORIALS

"I'm always around to give my hero a helping hand! Not that he ever needs help from little ol' me. But if I get bored just watching him run around in circles, I'll give him a hint to get him going in the right direction. All he has to do is find an icon that looks like my head and give me a good punch, and I'll give him a hint! Everyone in the Fifth Dimension will be SO jealous that I got to get punched by THE Batman!"

LIVES, COMBOS AND POINTS

A hero never gives up! And as a result you have unlimited lives to continue fighting evil.

As you defeat enemies, you will collect coins that you can spend to upgrade your gadgets. A combo counter will keep track of how many hits you've dealt to your enemies, and the higher your combo is, the more coins your enemies will drop! But beware! Each time your health meter is drained, it will cost you 100 coins to continue your adventure.

COLLECTIBLES

The following objects can be found throughout the game and collected to help the heroes fight evil:

- **Small Health:** Restores ¼ of the health meter.
- **Large Health:** Restores ½ of the health meter.
- **Small Energy:** Restores ¼ of the energy meter.
- **Large Energy:** Restores ½ of the energy meter.
- **Coins:** Affords new or upgrades gadgets.
- **Jackpots:** Spews forth a shower of coins.

Wii-TO-NINTENDO DS CONNECTIVITY

Do you have a copy of *Batman: The Brave and The Bold The Videogame* for the Nintendo DS? Did you know that you can connect it to the Wii version of the game? You should try it! It's easy!

Just pause the game during any stage and select "Bring on Bat-Mite!" from the Pause Menu. The game will then look for any copies of the Nintendo DS version of the game. Set your Nintendo DS version of the game to search for the Wii game (see Nintendo DS manual for instructions), and once the games have found each other, follow the on-screen prompts on both systems.

Once you're connected, you or a friend can use the Nintendo DS to move me, Bat-Mite, on the TV screen! I can drop Health or Combo Power-ups to help the awesomest hero in the world, Batman, and his friends as they go through their adventures. I can also drop anvils and bombs to make sure that our hero stays on his toes! Villains beware, Bat-Mite is here!

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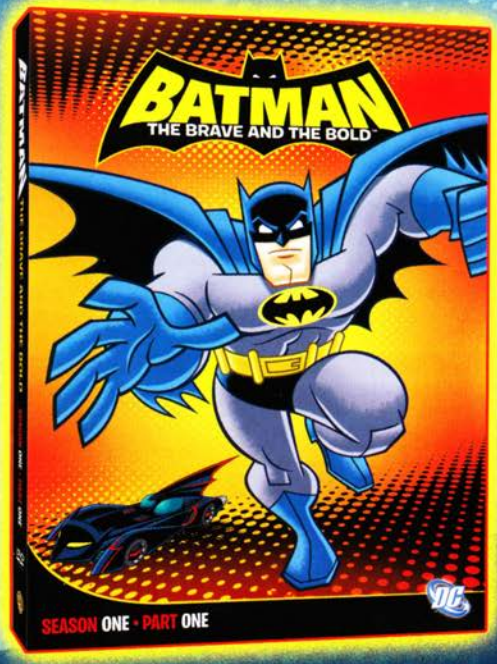

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